

A person is seen from behind, playing a large, circular Taikos X3M drum. The drum is illuminated with a bright, warm yellow light, and the two drumsticks are also glowing with the same light, forming a large 'X' shape in the center of the drumhead. The person is wearing a white shirt and a headband. The background is dark and textured, with some light particles visible.

# TAIKOS X3M

*Steeron*  
SAMPLING

## ABOUT STREZOV SAMPLING

**STREZOV SAMPLING** © is a division of STREZOV MUSIC PRODUCTIONS LTD – a company created by George Strezov – orchestrator, composer and orchestra/choir contractor in Sofia, Bulgaria.

## DISCLAIMER / PHILOSOPHY

We would like to note that, in our pursuit for more lively and natural samples, we tend to avoid a few things that are considered commonplace. We used some normalization on the samples of “**Taikos**”, but tried to keep the depth of the instrument dynamics. We embrace candid, lively samples that include some natural imperfections.

## ABOUT TAIKOS X3M

For years the Japanese Taiko has been a constant color in soundtracks and music productions all over the world. Applying our sampling philosophy to the various instruments of the Taiko family yielded some very organic and fresh sounding results, which combined with our X3M percussion engine are simply a joy to play.

One of our main goals was to have consistent Round Robins captured for as many playing techniques as possible to allow writing fast, but at the same time smooth and realistic sounding percussion arrangements. To achieve that, we carefully edited every single one of the 10 Round Robins manually and did as many iterations as needed after extensively testing the articulations in a real-life composing environment.

The recordings took place in the Sofia Session Studio where we also recorded the previous X3M series chapters in order to allow smooth and easy layering.

And now, after many successful years, this collection takes the next step and becomes available to a bigger part of the community by joining the ranks of the NKS-compatible libraries!

## THE X3M ENGINE

The concept behind the new X3M engine is quite simple – it is made out of 12 zones which you assign different patches to. After setting up the template of your choosing just plug in and play – nothing else needed!

When you load up **TAIKOS X3M**, you automatically load all samples inside your “Samples” directory. However, the instruments are built in such a way which actually keeps all samples purged, unless you load them up in a zone. This means that not only do you have a single patch with all types of percussion you might need – you also have a patch which is optimized and does not hurt your RAM!



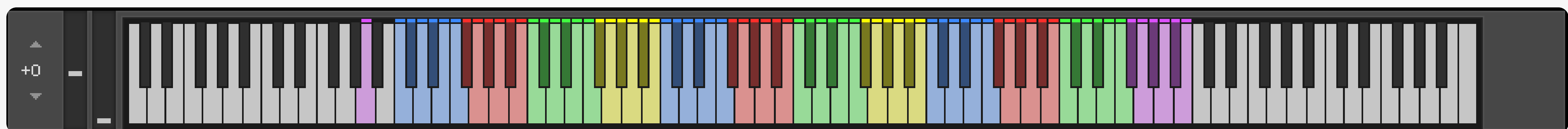
Q: How does it work?

When you open the patch the main settings you need are displayed here:



Q: How do I load instruments?

Click on any zone (marked Z-1, Z-2, Z-3, ..., Z-12) and then navigate through the list of categories and instruments; try and choose one that works well for you just by clicking on it - that way the instrument gets loaded into the selected zone.



All 12 keyboard zones are using different color markers to allow for easier navigation and playability. Not only that – when you start editing a zone, its color will change to purple. We did this to avoid confusion and to give you a clear view of what you are currently editing.

The Reset RR function is also available to you as a keyswitch located on A-1, marked in purple.

The patches also have global microphone control.



By default, you have all three microphone positions turned ON - “Close”, “Decca” and “Hall”. If you’d like to, you can turn each of the microphones on or off, solo or mute them, and also adjust the stereo spread of each, by clicking on and dragging the symbol on the right of the microphone position’s name.



## SOUND SHAPING AND SOUND DESIGN OPTIONS

You have all 12 zones displayed on the page and you have several controls at your disposal for shaping the sound of all the different instruments in your current template:



### EQ

A three-band EQ giving you the opportunity to boost or cut low, middle or high frequencies of the instruments.

### AMP.FX

**Transient Attack Knob & Transient Sustain Knob** – transient attack and sustain work like a compressor; the attack amps up the beginning of the wave file, while the sustain can increase or decrease the sample tail. These are just PERFECT for getting even punchier sound!

**Saturation Knob** – a simple, but extremely effective tool to add little saturation/drive to some of the harmonics of the sound, or to take out some of the harshness.

### WAVESHAPE

**Pitch Knob** – allows you to adjust the pitch of the samples. Really useful to load a single instrument twice and then change the pitch of one of the zones. You can load up any instrument of your choosing into two zones, then decrease the pitch of zone 2 all the way to the left. Play them together and now you have an even thicker sound!

**Offset** – moves the starting point of the instrument samples up to 100 ms from their original position. Whenever you adjust the offset, a bit of an attack curve gets added automatically in order to smoothen the start. The higher the value / position of the button, the smoother the curve.

**Release** – it shortens or extends the release of each played instrument.

**Align** – One new functionality, first introduced in Percussion Essentials X3M, is the Align tool at the GUI's bottom right corner. This can be used to align and change the phase between the close and far microphones. Naturally the recording from the hall mics has a few ms of delay due to the bigger distance between the mics and the source of the sound. However, with the Align tool, you're able to compensate for this delay and change the character of the sound by adjusting the phase. Apart from all of these modifications, you have the option to adjust the overall volume, mic volume and panning for each individual zone. An additional functionality of all new X3M libraries is the "Select RR" function. This function allows you to deactivate any of the RRs for a particular instrument included in the library, by simply clicking on the RR's number in the top right corner of the GUI. This gives you the liberty to shape the sound per your taste and needs.



Last, but not least – the engine has some really useful controls:

**NEW** – initializes the template – just like the button CLEAR, but applied to all zones.

**LOAD/SAVE** – you have the possibility to make your own presets and to save them with just a few clicks!

**HELP** – a built-in “help” file. Just click on it, and brief explanations of all the library’s controls will light up and help you get through.

**RESET RR** – resets all Round-robins for the zone you’ve currently selected (this function is also available as a keyswitch, located on A-1)

Also, there are two additional buttons at the bottom right corner – DISCARD (reverts all changes you have made to the default values) and CLEAR (removes all samples and settings from the zone). You also have EQ control (three knobs for high, mid and low frequencies) and individual volume control for the current zone.

## PATCH LIST

Another important goal for us was to expand the sonic palette of the Taiko sound by adding other instruments, which enhance, but don't alter the aesthetics of the basic sound too much. Therefore TAIKOS X3M doesn't just consist of the same stuff we have all heard countless times before, but features new and yet unheard instrument combinations breathing life into your percussion arrangements.

In your “Instruments” folder, you will find a total of 13 patches. “Taikos X3M” is a blank template of the engine, ready for you to play around with (including rolls in multiple dynamic layers, controllable via CC#1). And there are 12 more patches preloaded with all of the library’s major sections (and their respective naming hints to their best use cases):

- Claps
- Ensemble 3
- Ensemble 4
- Epic Hits
- High combination
- Hira-Daiko
- Low combination
- Metals
- Miya-Daiko
- Predator Hunt
- Shime-Daiko
- Taiko Solo

For the more curious of you, here is a detailed list of all samples included:



INSTRUMENT LIST

Instrument Name	Dyn	RR
ENSEMBLE 4		
Low	4	10
Low Flam	4	10
Low Roll	4	MW
Mid	4	10
Mid Roll	4	MW
Side Hits	3	10
Brushes High	4	10
Brushes High Flam	4	10
Brushes High Roll	4	MW
Brushes Low	4	10
Brushes Low Flam	4	10
Brushes Low Roll	4	MW
ENSEMBLE 3		
Shime-Daiko Ensemble	4	10
Shime-Daiko Ensemble Flam	4	10
Shime-Daiko Ensemble Roll	4	MW
Taiko High	4	10
Taiko High Roll	2	MW
Taiko Mid	4	10
Taiko Mid Roll	4	MW
Taiko Mid Brushes	4	10
Taiko On-The-Rim	3	10
Taiko On-The-Rim Roll	4	MW
COMBINATIONS		
Last Stand	5	10
Shogun	4	10
Way Of The Fist	4	10
Stone Fire	4	10
Wargs	4	10
Wooden Fist	4	10
Amazons	4	10
Sand People	4	10
Tribes	4	10
Marauders	4	10
Riders	4	10
Drums Noir	4	10
Clackers X3M	3	10
Game Of Chairs	4	10



Instrument Name	Dyn	RR
<b>TAIKO SOLO</b>		
Low	4	10
Low Flam	4	10
Low Triplet	4	10
Low Roll	4	MW
Rim	4	10
Rim Flat	4	10
Rim Trimpet	4	10
Rim Roll	4	MW
Side	4	10
Side Flam	4	10
Side Trimpet	4	10
<b>HIRA-DAIKO</b>		
(A) Normal	4	10
(A) Normal Flat	4	10
(A) Normal Trimpet	4	10
(A) Normal Roll	4	MW
(A) Rim	4	10
(A) Rim Flat	4	10
(A) Rim Trimpet	4	10
(A) Rim Roll	4	MW
(B) Normal	4	10
(B) Normal Flat	4	10
(B) Normal Trimpet	4	10
(B) Normal Roll	4	MW
(B) Rim	4	10
(B) Rim Flat	4	10
(B) Rim Trimpet	4	10
(B) Rim Roll	4	MWv
<b>MIYA-DAIKO</b>		
Normal	4	10
Normal Flat	4	10
Normal Trimpet	4	10
Normal Roll	4	MW
Rim	4	10
Rim Flat	4	10
Rim Trimpet	4	10
Rim Roll	4	MW



Instrument Name	Dyn	RR
<b>SHIME-DAIKO</b>		
(A) Normal	4	10
(A) Normal Flat	4	10
(A) Normal Trumpet	4	10
(A) Normal Roll	4	MW
(B) Normal	4	10
(B) Normal Flat	4	10
(B) Normal Trumpet	4	10
(B) Normal Roll	4	MW
<b>OTHER</b>		
Iron Geisha	4	10
Man Flesh		10
Blacksmith	4	10
Japanese Kuker	2	10
Kuker Whoosh	2	10
Anvil Of Crom 1	1	10
Anvil Of Crom 2	2	10
Anvil Of Crom 3	3	10
Tangra		10

## INSTALLATION / SYSTEM REQUIREMENTS

Available for download directly via Native Access.

Powered by Native Instruments' free Kontakt Player v6.7.1 or higher.

Full /paid/ retail Kontakt supported but not required

Approx. 6GB Hard drive space (~3GB for the archived files and ~3 GB for the unzipped library)

Internet access

Min. of 2GB RAM

For detailed setup instructions, please follow the link below:

[MANUAL SETUP INSTRUCTIONS](#)

## LICENSE AGREEMENT

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Contracting by Four For Music Ltd. with the amazing musicians of Sofia Session Studio, led by the brilliant percussionist Nikola Petrov!

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Thank you!  
George Strezov